

## CLAIMS

What is claimed is:

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1. A gaming bonus device for use in a gaming system, comprising:
  - a. a primary gaming device randomly generating a bonus qualifying event; and
  - b. a bonus game acting in response to the bonus qualifying event, which generates and displays at least one binary symbol outcome entitling a player to a predefined payout issued to a player when the player wins depending upon the number of similar binary symbol outcomes displayed.
2. A gaming bonus device according to claim 1, wherein the binary symbol outcomes comprise three spinning coins, each having a head and a tail side, which are selectively spun and shown.
3. A gaming bonus device according to claim 2, including a multiplier random generator associated with the bonus game, which automatically selects a multiplier for the payout issued to a player when the player wins.
4. A gaming bonus device according to claim 3, including a large quarter sign with a changing display to entertain the player during the game.

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5. A gaming bonus device according to claim 2, including an input device that allows the player the opportunity to select a winning outcome.
6. A gaming bonus device according to claim 1, wherein the bonus game
- 5 comprises a random number computer generator activating three display modes on a computer display screen.

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7. A gaming bonus method for use in a gaming system comprising:
  - (A) allowing a player to play a game;
  - (B) producing a predefined bonus qualifying event; and
  - (C) activating a bonus game acting in response to the bonus qualifying event
- 5 to generate and display three either/or binary outcomes entitling the player to a predefined payout issued to the player when the player wins depending upon the number of similar binary outcomes displayed.
8. A gaming bonus method according to claim 7, wherein the bonus game
- 10 comprises three spinning coins, each having a head and a tail face, which are associated with the primary gaming device and selectively spun.
9. A gaming bonus method according to claim 8, including a multiplier random generator associated with the bonus game, which automatically selects a multiplier for
- 15 the payout issued to a player when the player wins.
10. A gaming bonus method according to claim 9, including a large quarter sign with a changing display to entertain the player during the game.
- 20 11. A gaming bonus method according to claim 8, including a delay activated switch, which allows a player the opportunity to activate the bonus game before it is automatically activated.

12. A gaming bonus method according to claim 7, wherein the bonus game comprises a random number computer generator activating three display modes on a computer display screen.

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13. A bonus gaming device for playing a bonus game by a player, comprising:  
  - (A) a primary game that randomly generates a bonus qualifying event;
  - (B) a bonus game communicated with the primary game, the bonus game adapted to generate a plurality of either/or binary symbol outcomes;
  - 5 (C) a selector button communicated with the bonus game, the selector button adapted to allow the player to select one of the either/or binary symbol outcomes as a winning outcome; and
  - (D) the bonus game displaying the either/or binary symbol outcomes and calculating a payout based upon the number of binary symbol outcomes that  
10 match the winning outcome selected by the player.
14. The gaming device according to claim 13, wherein the plurality of either/or binary outcomes is three spinning coins each having a head side and a tail side.
- 15 15. The gaming device according to claim 13, wherein a multiplier random number generator selects a multiplier to increase the pay out to be awarded.
16. The gaming device according to claim 14, wherein the three spinning coins are displayed on a video screen.
- 20 17. The gaming device according to claim 13, wherein the bonus game automatically selects a winning outcome.
18. The gaming device according to claim 13, further comprising a changing sign

display to entertain the player during the bonus game.

19. The gaming device according to claim 18, wherein the changing sign display is a quarter.

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20. A method of playing a bonus game comprising:
- (A) allowing a player to play a primary game;
  - (B) generating a bonus qualifying event, the primary game generating the bonus qualifying event;
  - 5 (C) starting a bonus game in response to the bonus qualifying event, the bonus game communicated with the primary game;
  - (D) selecting an either/or binary symbol outcome as a winning outcome;
  - (E) generating a plurality of either/or binary symbol outcomes;
  - (F) displaying the plurality of either/or binary symbol outcomes; and
  - 10 (G) determining a payout based upon the selected winning outcome.

21. The method of playing a bonus game according to claim 20, wherein the plurality of either/or binary outcomes are three spinning coins each having a head side and a tail side.

22. The method of playing a bonus game according to claim 21, wherein the three spinning coins are displayed on a video screen.

23. The method of playing a bonus game according to claim 20, further comprising:
- 20 selecting a multiplier to increase the pay out to be awarded.

24. The method of playing a bonus game according to claim 20, further comprising a changing sign display to entertain the player during the bonus game.

25. The gaming device according to claim 24, wherein the changing sign display is a quarter.

26. The gaming device according to claim 20, wherein the either/or binary symbol  
5 outcomes are generated by a secondary/binary outcome random generator.

27. The gaming device according to claim 23, wherein the multiplier is generated by a multiplier random generator.

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28. A bonus gaming device for playing a bonus game by a player, comprising:
- (A) a primary gaming device, the primary gaming device being adapted to allow a player to play a game;
- (B) a bonus gaming device, the bonus gaming device being adapted to generate a plurality of either/or binary symbol outcomes, the bonus gaming device adapted to award a prize based upon the number of binary symbol outcomes that match a winning outcome;
- (C) an input device in communication with the bonus gaming device, the input device adapted to allow the player to select one of two outcomes as the winning outcome; and
- (D) a display adapted to display the either/or binary symbol outcomes.
29. The gaming device according to claim 28, wherein the plurality of either/or binary outcomes is three spinning coins each having a head side and a tail side.
30. The gaming device according to claim 28, wherein the prize is multiplied by a multiplier.

31. A method of playing a bonus game comprising:
  - (A) playing a primary game;
  - (B) generating a bonus qualifying event on the primary game;
  - (C) starting a bonus game;
  - 5 (D) selecting a winning outcome;
  - (E) generating a plurality of binary outcomes;
  - (F) displaying the plurality of binary outcomes; and
  - (G) awarding a prize based upon the number of binary outcomes that match the selected winning outcome.
- 10 32. The method of playing a bonus game according to claim 31, wherein the plurality of binary outcomes are three spinning coins each having a head side and a tail side.
- 15 33. The method of playing a bonus game according to claim 32, wherein the winning outcome is either the head side or the tail side.
34. The method of playing a bonus game according to claim 31, further comprising:
  - 20 multiplying the prize by a multiplier.

35. A method of playing a game, comprising:
- (A) allowing a player to play a game;
  - (B) if a predefined event occurs, generating a plurality of binary outcomes;
  - 5 and
  - (C) if the plurality of binary outcomes is a predefined prize winning combination, awarding a prize to a player.
36. The method of playing a game according to claim 35, further comprising:
- 10 multiplying the prize by a multiplier.
37. The method of playing a game according to claim 35, wherein the plurality of binary outcomes are three spinning coins each having a head side and a tail side.
- 15 38. The method of playing a game according to claim 37, wherein the prize-winning combination is either the head side or the tail side.
39. The method of playing a game according to claim 35, wherein the player is allowed to select the prize-winning combination.

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40. A method of playing a game by a player, the method comprising:
- (a) allowing the player to play the game, the game awarding a prize to the player;
  - (b) allowing the player to select between receiving the prize or multiplying the prize by an unknown multiplier to obtain a second prize;
  - (c) awarding the prize to the player, if the player selects to receive the prize;
  - (d) allowing the player to select one of two binary outcomes resulting in a player selected binary outcome, if the player selects to multiply the prize by the unknown multiplier;
  - (e) selecting at least one binary outcome;
  - (f) displaying the binary outcome to the player;
  - (g) determining the multiplier, the multiplier being equal to the number of binary outcomes that are the same as the selected binary outcome;
  - (h) multiplying the prize by a multiplier to obtain the second prize; and
  - (i) awarding the second prize to the player.

41. The method of playing a game according to claim 40 wherein after the second prize has been awarded, the player is allowed to repeat selecting between receiving the second prize or multiplying the second prize by an unknown multiplier to obtain a third prize.

42. The method of playing a game according to claim 40 further comprising:
- (a) allowing the player to select between receiving the second prize or multiplying the second prize by an unknown multiplier to obtain another prize.

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43. A method of playing a game by a player, the method comprising:

- (a) allowing the player to play the game, the game awarding a prize to the player;
- (b) allowing the player to select between receiving the prize or multiplying the prize by an unknown multiplier to obtain a second prize;
- (c) awarding the prize to the player, if the player selects to receive the prize;
- (d) allowing the player to select one of two binary outcomes resulting in a player selected binary outcome, if the player selects to multiply the prize by the unknown multiplier;
- (e) selecting at least one binary outcome;
- (f) displaying the binary outcome to the player;
- (g) determining the multiplier, the multiplier being equal to a first predefined number if the binary outcome is the same as the selected binary outcome, the multiplier being equal to a second predefined number if the binary outcome is different than the selected binary outcome;
- (h) multiplying the prize by the first or second predefined number to obtain the second prize; and
- (i) awarding the second prize to the player.

44. The method of playing a game according to claim 43 wherein after the second prize has been awarded, the player is allowed to repeat selecting between receiving the second prize or multiplying the second prize by an unknown multiplier to obtain a third prize.

45. The method of playing a game according to claim 43 further comprising:

- (a) allowing the player to select between receiving the second prize or multiplying the second prize by an unknown multiplier to obtain another prize.

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46. A gaming bonus device for use in a gaming system, comprising:

- a. a primary gaming device randomly generating a bonus qualifying event; and
- b. a bonus game acting in response to the bonus qualifying event, which generates and displays a binary symbol outcome, the bonus game allowing a player to select a winning binary outcome, the bonus game awarding a prize to the player when the binary symbol outcome matches the winning binary outcome.

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15 47. The gaming bonus device according to claim 46, wherein the binary symbol outcome is a spinning coin having a head and a tail side.

48. The gaming bonus device according to claim 46, wherein the bonus game generates a bonus in response to the bonus qualifying event, the bonus game further generating a multiplier when the binary symbol outcome matches the winning binary outcome.

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49. The gaming bonus device according to claim 48, wherein the prize is equal to the bonus multiplied by the multiplier.

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A gaming bonus method for use in a gaming system comprising:

- (A) allowing a player to play a game;
- (B) producing a predefined bonus qualifying event;
- (C) allowing the player to select a winning binary outcome;
- (D) activating a bonus game acting in response to the bonus qualifying event to generate and display at least one binary outcome.

51. The gaming bonus method according to claim 50, further comprising:

- (A) generating a multiplier when the winning binary outcome matches the generated binary outcome.

52. The gaming bonus method according to claim 51, further comprising:

- (A) multiplying the multiplier by a bonus to obtain a total prize.

53. The gaming bonus method according to claim 52, further comprising:

- (A) awarding the total prize.

54. The gaming bonus method according to claim 40, wherein a consolation prize is

awarded if the multiplier is equal to zero.

55. The gaming bonus method according to claim 43, wherein a consolation prize is

awarded if the multiplier is equal to zero.

56. The gaming bonus method according to claim 48, wherein a consolation prize is awarded if the multiplier is equal to zero.
57. The gaming bonus method according to claim 52 wherein a consolation prize is  
5 awarded if the multiplier is equal to zero.
58. The gaming bonus method according to claim 41 wherein a progressive jackpot is awarded if the player repeats the selection for the multiplier a predetermined number of times.  
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59. The gaming bonus method according to claim 43 wherein a progressive jackpot is awarded if the player repeats the selection for the multiplier a predetermined number of times.
- 15 60. The gaming bonus method according to claim 58 wherein the amount of the progressive jackpot is proportional to the number of correctly selected binary outcomes.
- 20 61. The gaming bonus method according to claim 59 wherein the amount of the progressive jackpot is proportional to the number of correctly selected binary outcomes.